

Figure 3

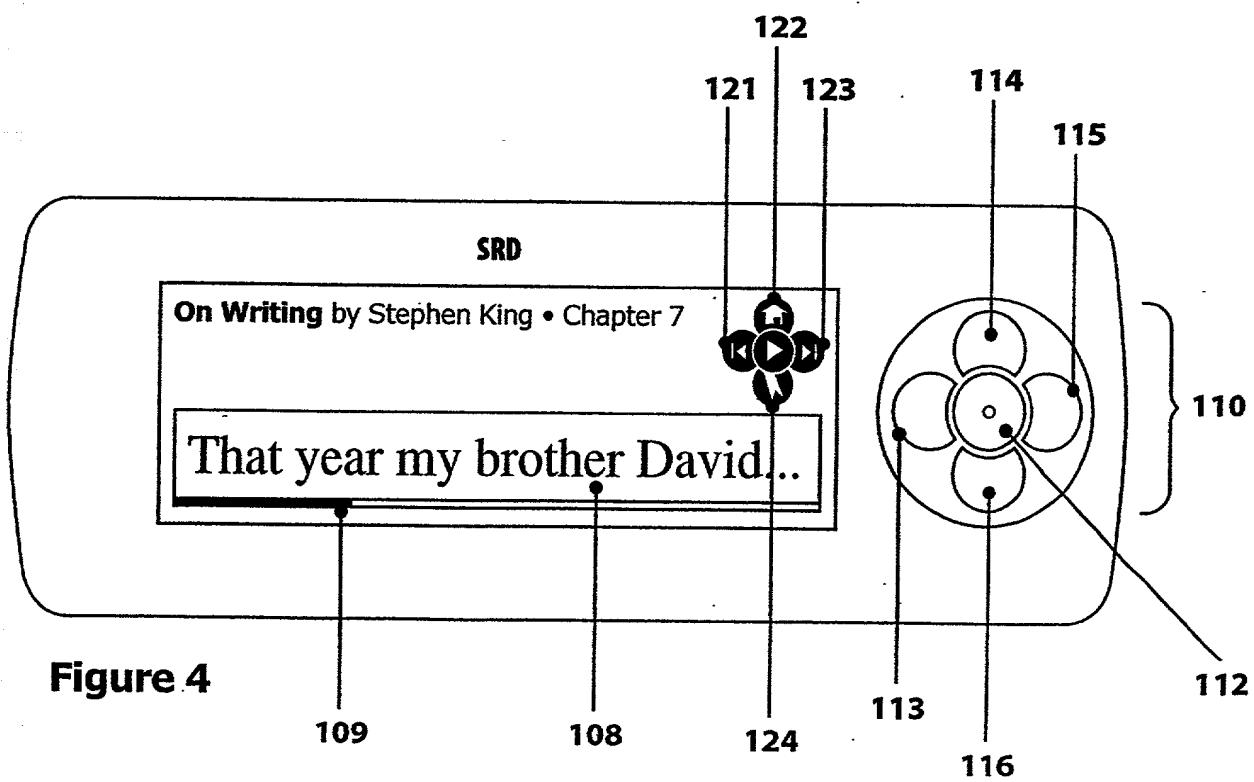


Figure 4

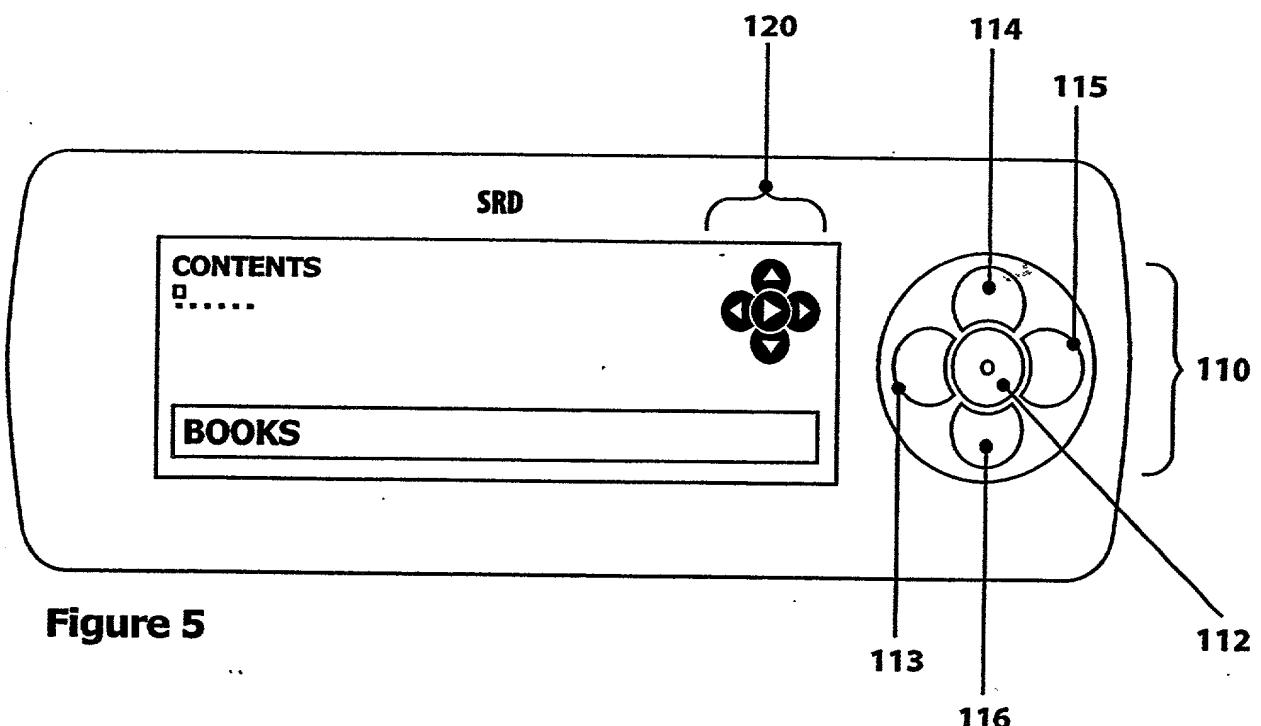


Figure 5

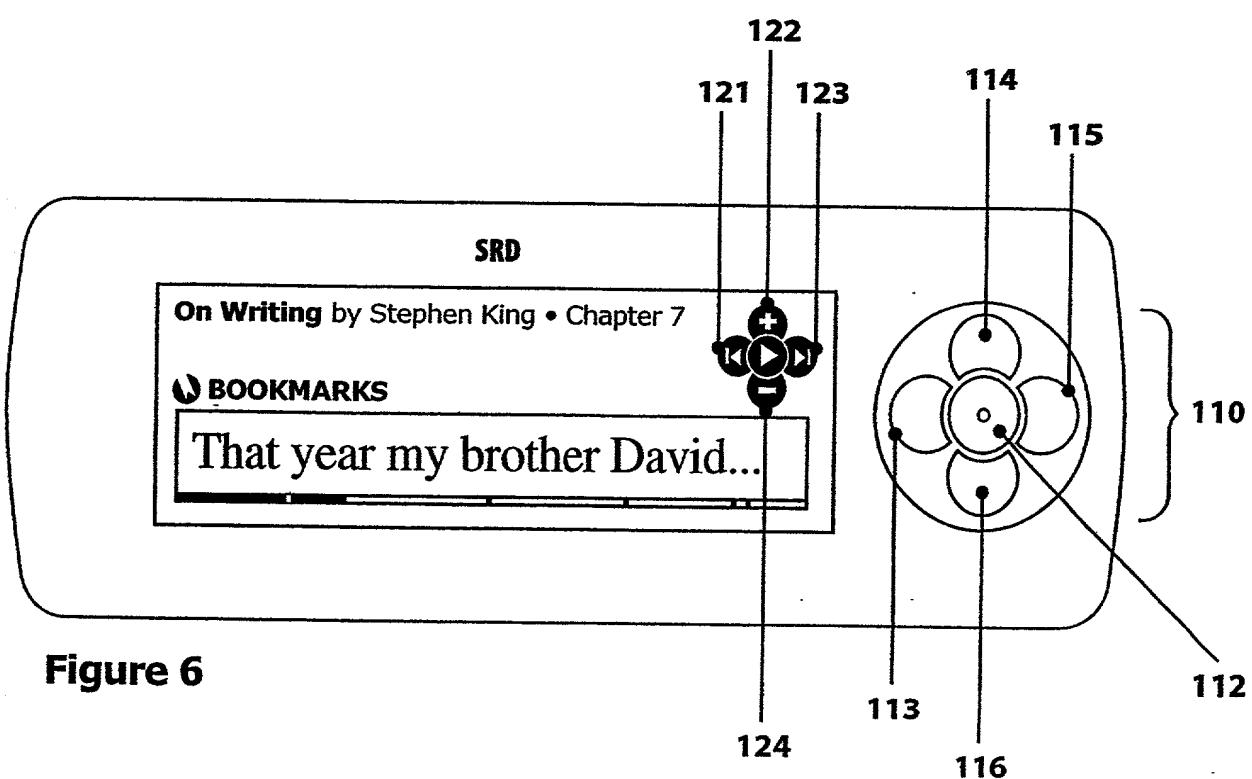


Figure 6

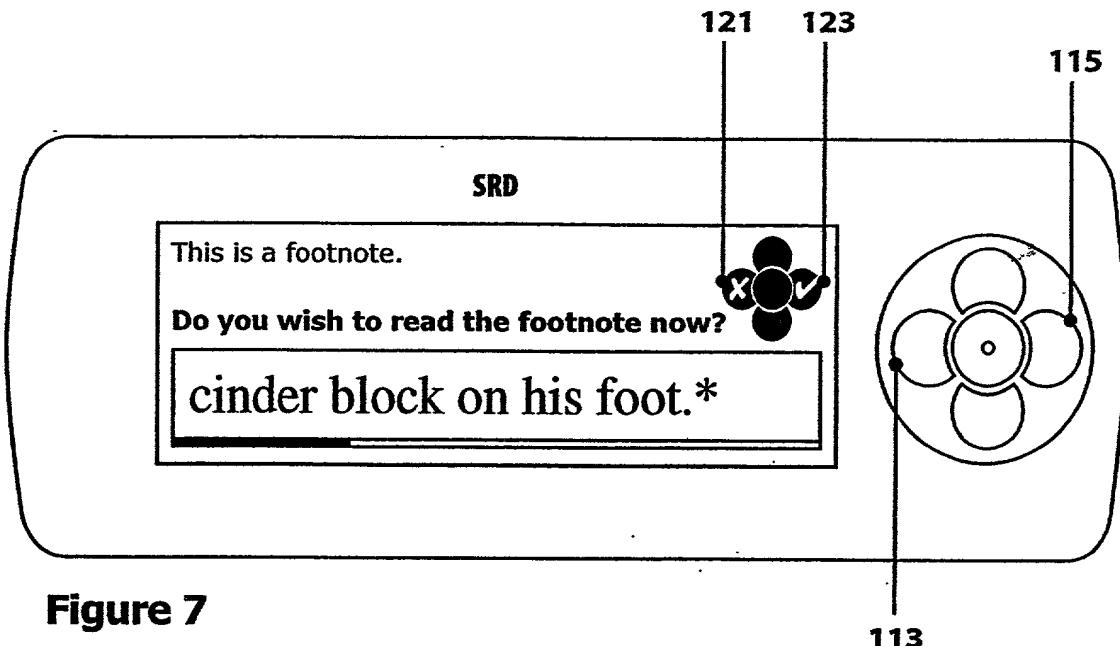


Figure 7

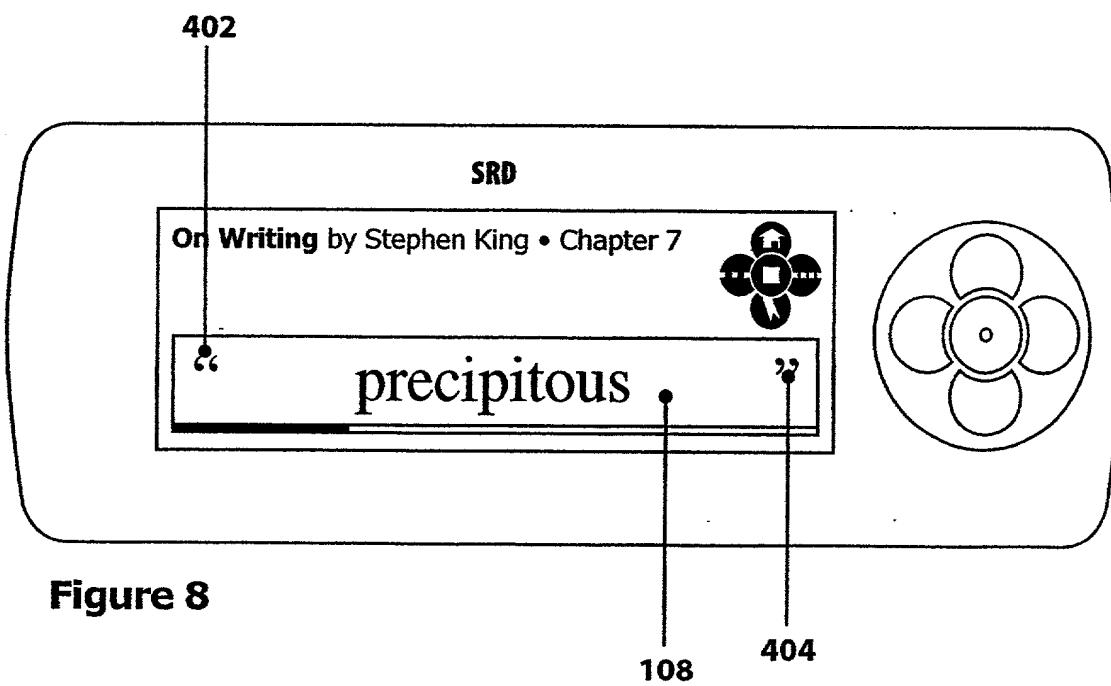


Figure 8

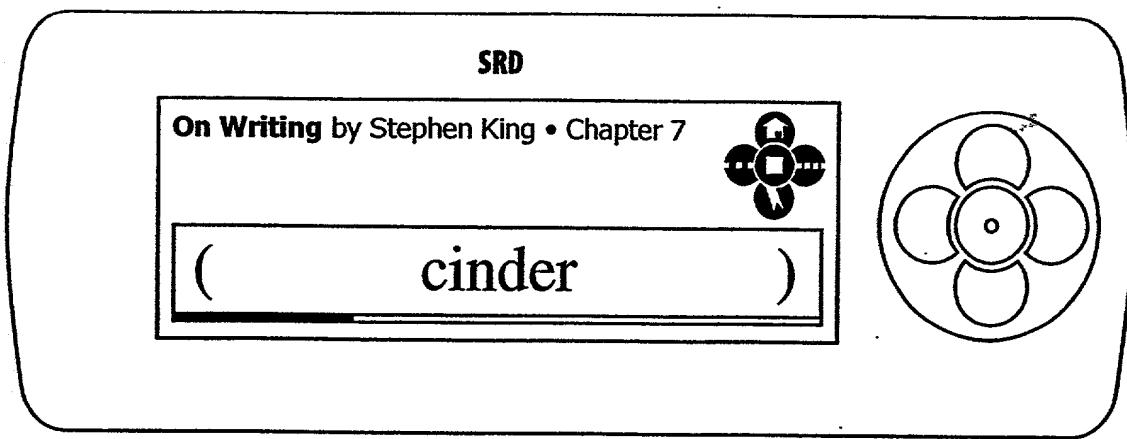


Figure 9

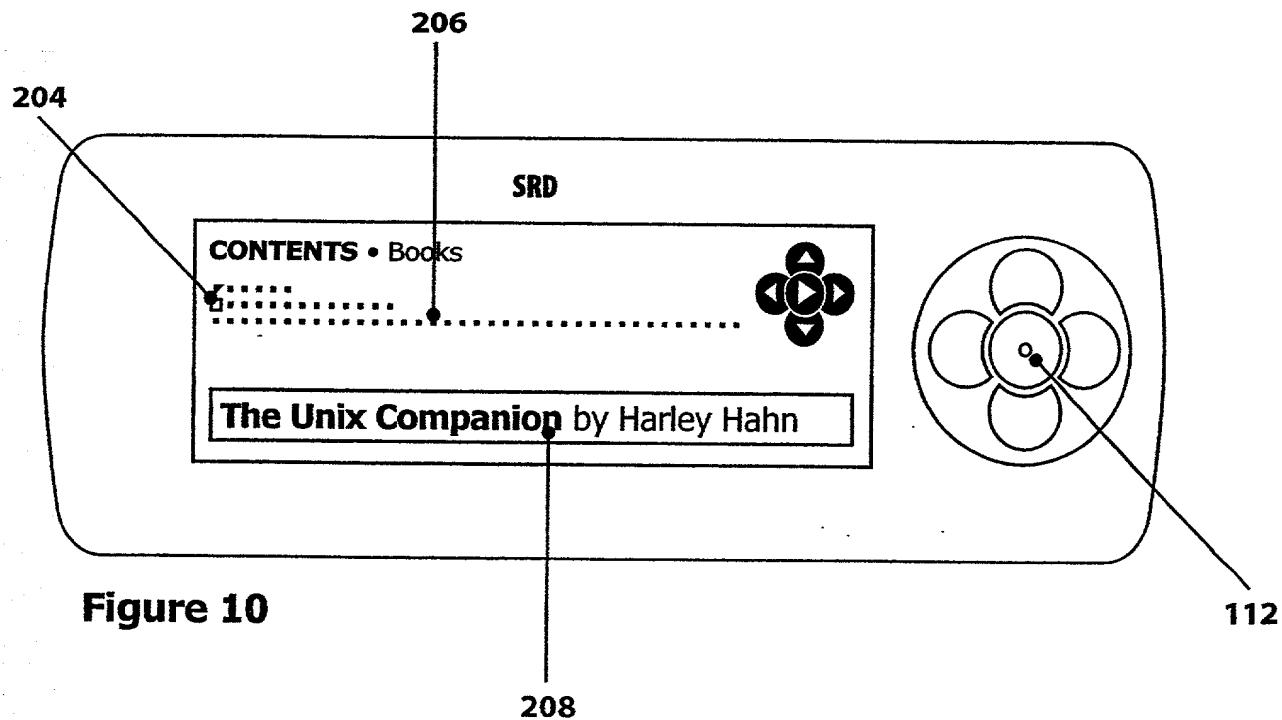


Figure 10

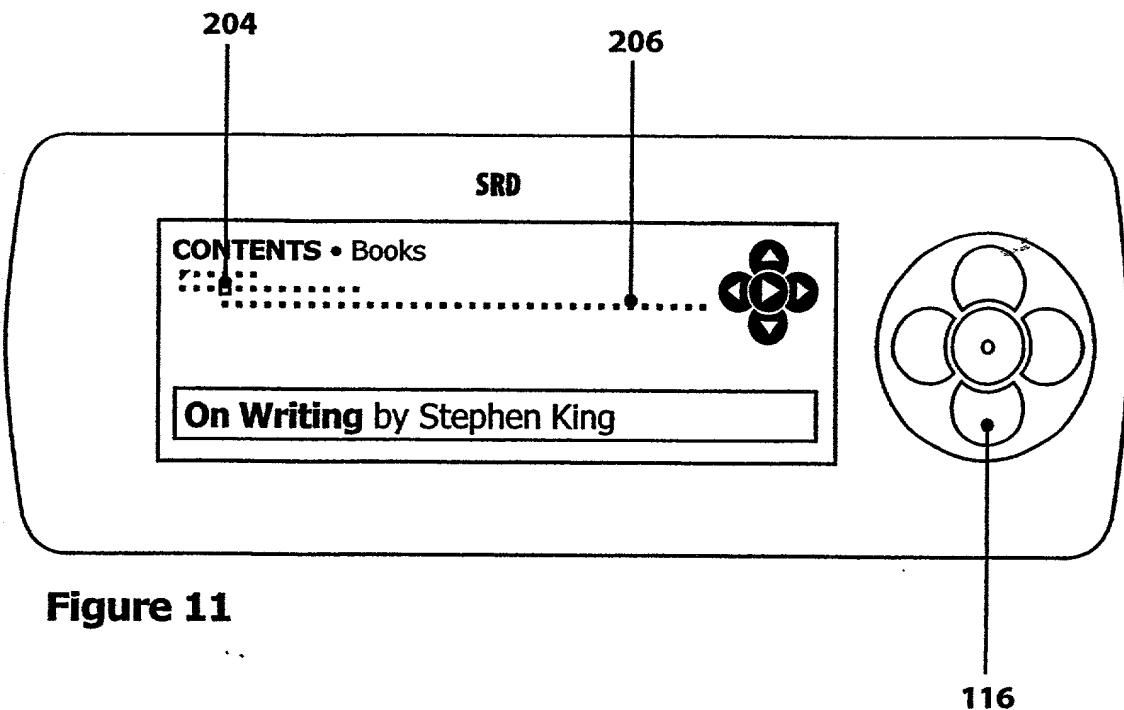


Figure 11

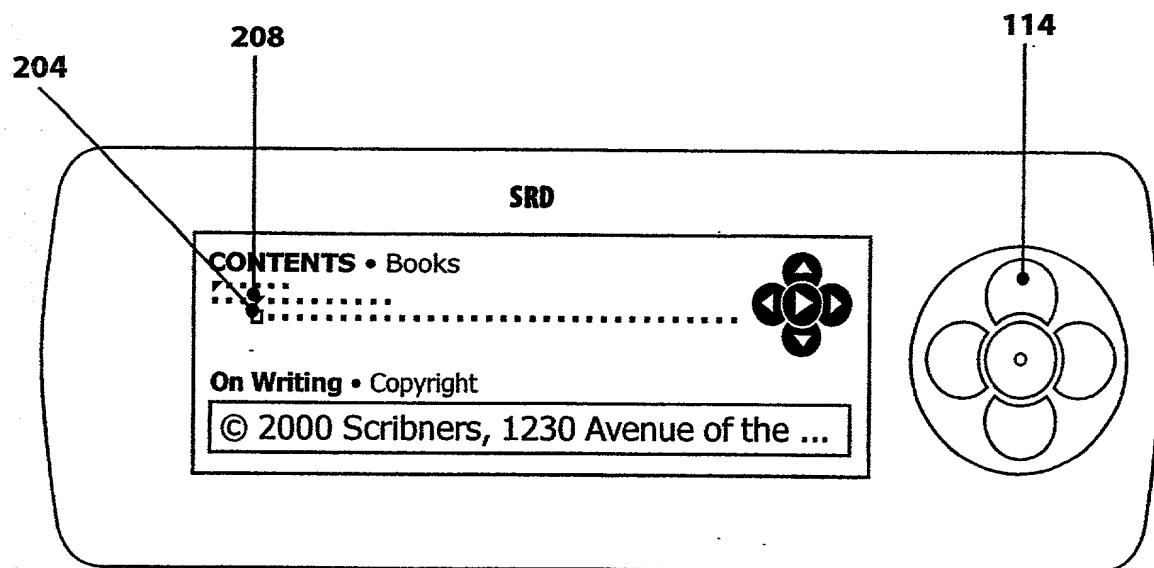


Figure 12

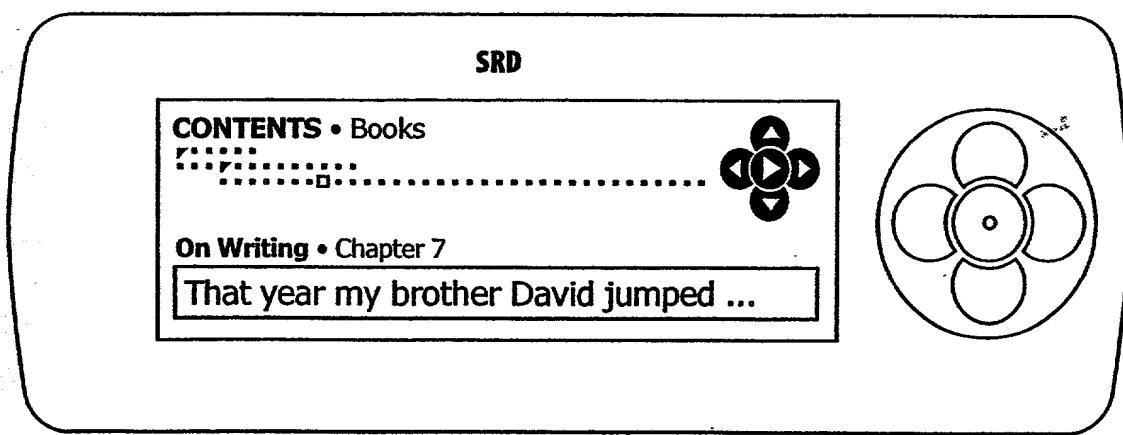


Figure 13

Figure 14
Software elements of the Strobe Reading Device, and their interaction

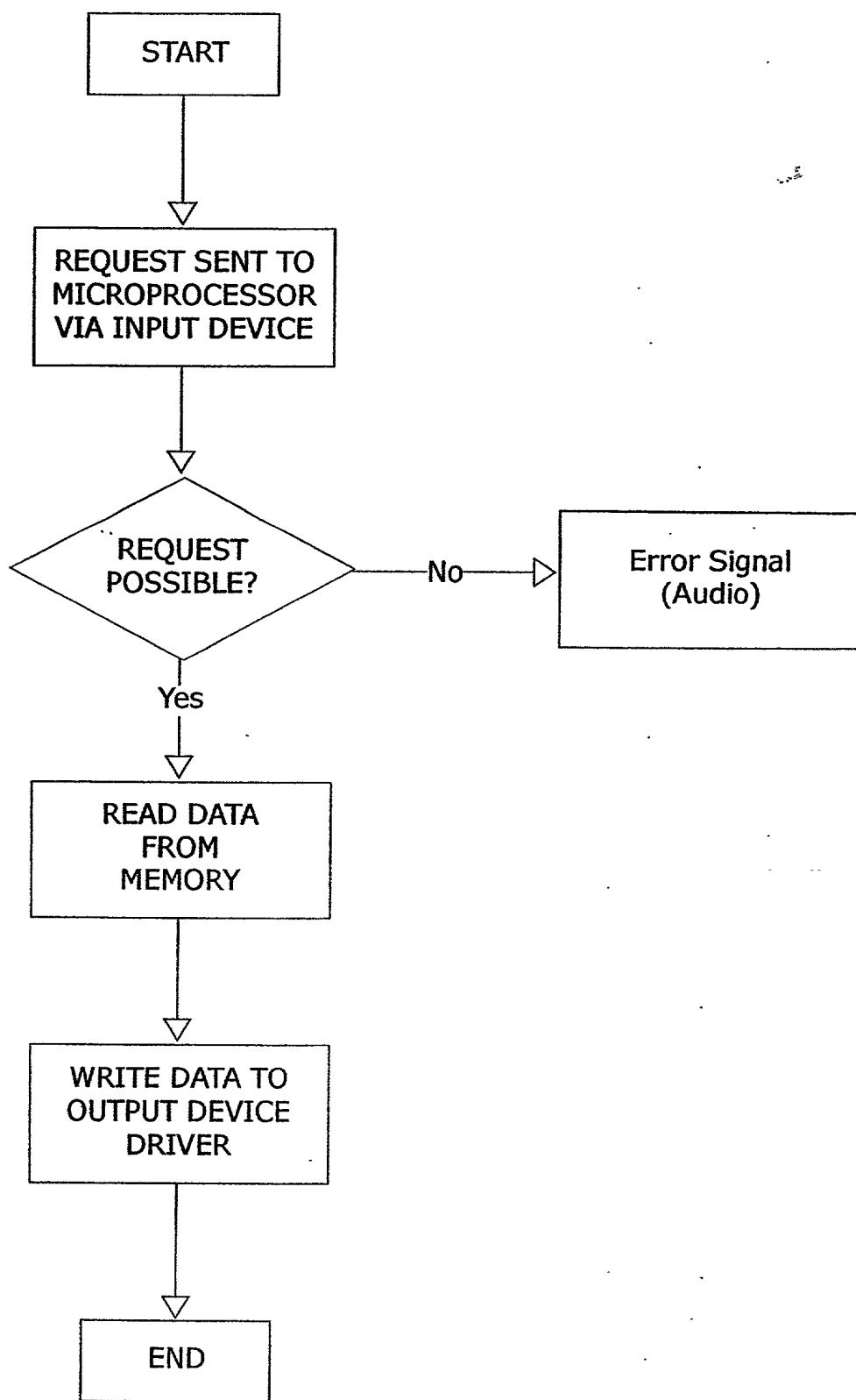


Figure 15
Hardware elements of the Strobe Reading Device, and their interaction

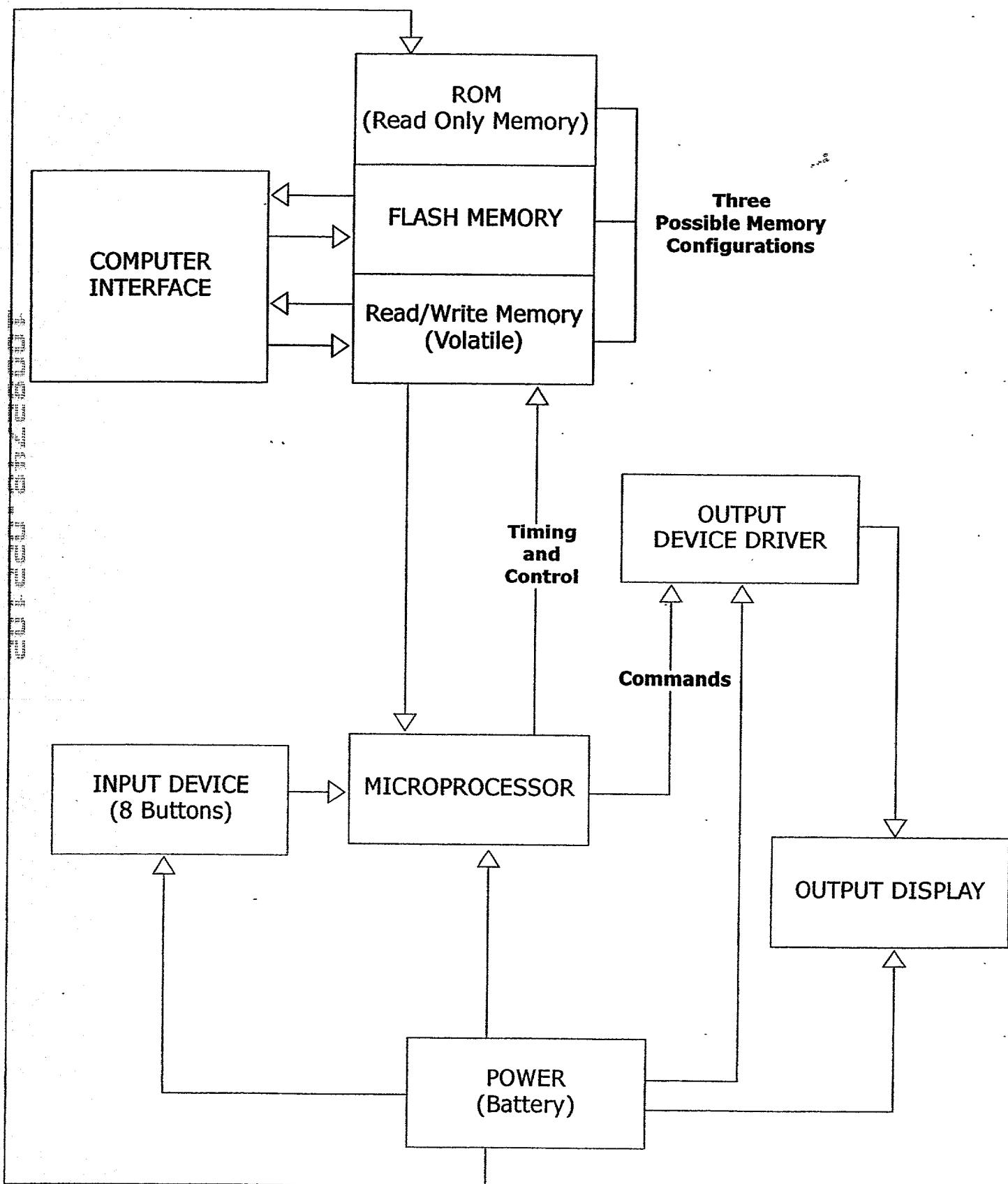
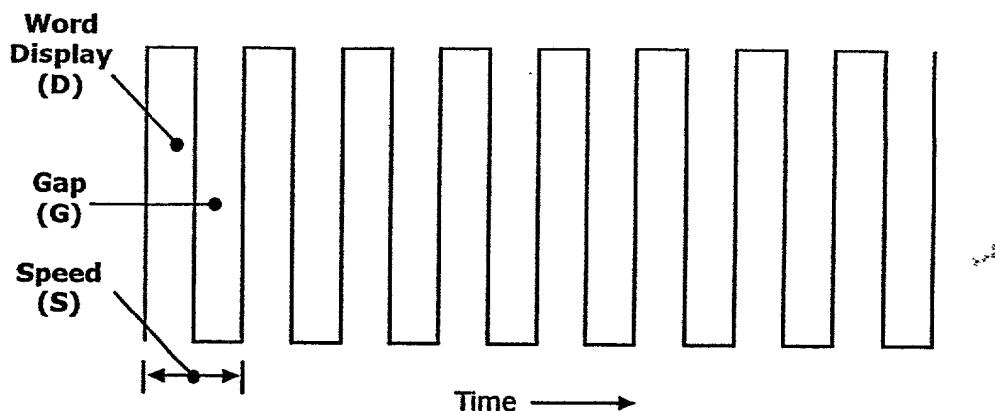
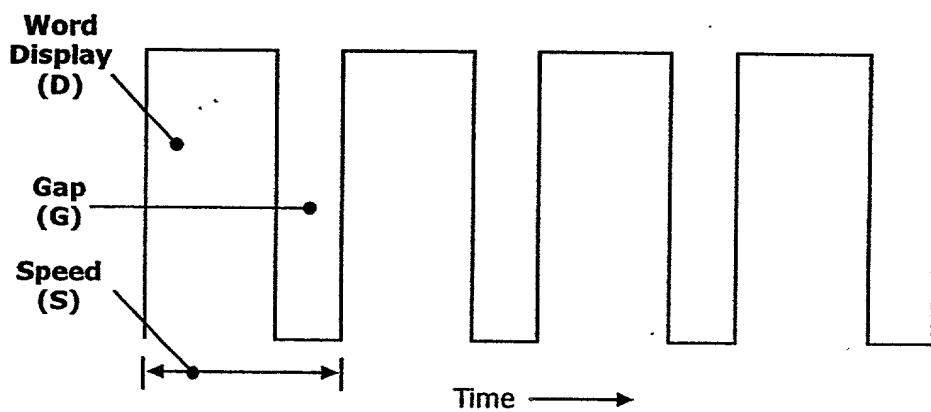


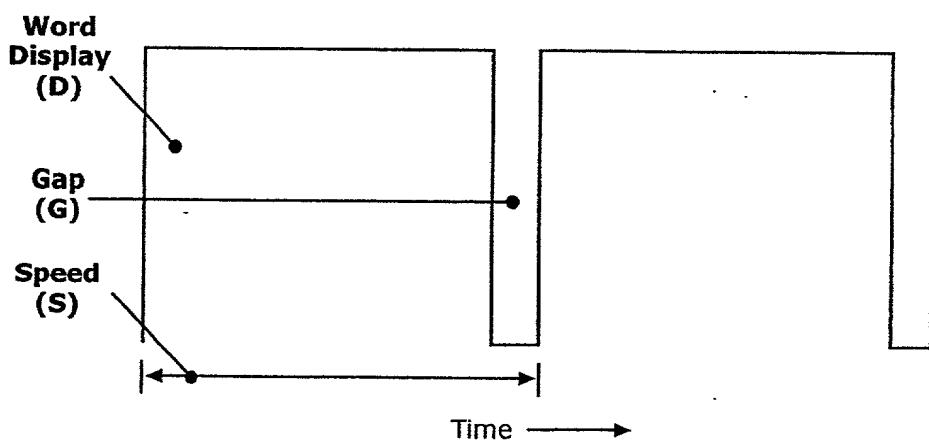
Figure 16
Display timing illustrations



Timing Structure for Very Fast Display
 $D = 50\% \quad G = 50\%$



Timing Structure for Normal Display
 $D = 66.6\% \quad G = 33.3\%$



Timing Structure for Very Slow Display
 $D = 90\% \quad G = 10\%$